Index: volume 1 numbers 1–3

Subject index

A
A formal structure for automatic icons 131
A Knowledge-based System with Audio-Visual Aids 245
analogies 273
artificial intelligence 73
audio-visual images 245
automatic icons 131
B
browsing systems 190, 299
C
cognitive analysis 6
cognitive modelling 14
cognitive science 273
commercial data processing 141
communication media 259
computer models 273
Computer technology and knowledge workers: a pilot study of job impact 171
computer-based training 14
conceptual models 273
convergence 284
culture 118
D
design notation 45
development framework 199
development standards 141
dialogues 45, 73, 227, 284
discourse structure 73
E
electronic mail 259
electronic messaging 118
electronic text 183
Embedded user models – where next? 14
ethics 93
experiment 159
expert systems 141, 199, 338
Explanatory dialogues 73
Exploiting convergence to improve natural language understanding 284
F
formal structure 131
H
help systems 73
Human factors in expert system design: can lessons in the promotion of methods be learned from commercial DP? 141
Human factors of journal usage and design of electronic texts 183
human-computer interaction 31, 39, 93, 220
hypertext 183, 190, 299
I
icons 105, 131
Icons at the interface: their usefulness 105
illocutionary acts 220
Inductive analysis applied to the evaluation of a CAL tutorial 159
integrated methods 6
intelligent interfaces 14
Interacting WITH computers 39
Interacting with electronic mail can be a dream or a nightmare: a user's point of view 259
J
jobs 171
journal usage 183
K
knowledge representation 14
knowledge-based systems 245
L
Lean Cuisine: a low-fat notation for menus 45
learning systems 159
logic-oriented knowledge representation 245
M
menu dialogues 45
metaphors 273
Modelling devices and modelling speakers 220
Moral judgments in designing better systems 93
N
natural language 31, 39, 227, 284
O
object-oriented knowledge representation 245
organisation analysis 6, 118
P
People interact through computers not with them 31
pictorial representations 105
pragmatics 31
predicate logic 245
R
reading strategies 183
rule induction 159
S
scientific management 199, 338
Shaping user input: a strategy for natural language dialogue design 227
social issues 93
speech acts 220
structured design 6
structured methods 141
symbol systems 105

T
Task analysis, systems analysis and design: symbiosis or synthesis 6
Taylorism 199, 338
technical perspectives 199
text manipulation 183
textual navigation 190
The application of metaphor, analogy, and conceptual models in computer systems 273
The discipline of HCI 3
The individual 'working-to-rules': reducing determinism in Taylor-made expert systems 338
The Personal Browser: a tool for directed navigation in hypertext systems 190
The user interface in a hypertext, multiwindow program browser 299
tutoring systems 14, 73
U
user interface design 105, 131, 227
user interfaces 105, 131, 227, 259, 284, 299
user models 14, 31, 39, 220
user-centred design 141
V
visual memory 105
W
Who's joking? The information system at play 118
windowing systems 299
'Working-to-rules': a case of Taylor-made expert systems 199

Author index

Apperley, M D Lean Cuisine: a low fat notation for menus 43
Barlow, J Interacting WITH computers 39
Bench-Capon, T J M Modelling devices and modelling speakers 220
Bench-Capon, T J M People interact through computers not with them 31
Bright, C Human factors in expert system design: can lessons in the promotion of methods be learned from commercial DP? 141
Brooks, A Inductive analysis applied to the evaluation of a CAL tutorial 159
Cawsey, A Explanatory dialogues 69
Diaper, D The discipline of HCI 3
Diaper, D see Barlow, J
Dillon, A Human factors of journal usage and design of electronic texts 183
Fairchild, K A formal structure for automatic icons 131
Foley Curley, K Computer technology and knowledge workers: a pilot study of job impact 171
Halstead-Nussloch, R see Ringle, M D
Holden, P 'Working-to-rules': a case of Taylor-made expert systems 197
Inman, A see Bright, C
Leiser, R G Exploiting convergence to improve natural language understanding 284
McEnery, A M see Bench-Capon, T J M
McKnight, C see Dillon, A
Meredith, G see Fairchild, K
Monk, A The Personal Browser: a tool for directed navigation in hypertext systems 190
Ord, J Who's joking? The information system at play 118
Pliskin, N Interacting with electronic mail can be a dream or a nightmare: a user's point of view 259
Pullinger, D J Moral judgements in designing better systems 73
Rada, R see Barlow, J
Richardson, J see Dillon, A
Ringle, M D Shaping user input: a strategy for natural language dialogue design 227
Rivers, R Embedded user models – where next? 13
Rogers, Y Icons at the interface: their usefulness 105
Seabrook, R H C The user interface in a hypertext, multiwindow program browser 299
Shelton, J A The individual 'working-to-rules': reducing determinism in Taylor-made expert systems 338
Shneiderman, B see Seabrook, R H C
Spence, R see Apperley, M D
Stammers, R see Bright, C
Sugimoto, S see Tabata, K
Sutcliffe, A Task analysis, systems analysis and design: symbiosis or synthesis 6
Tabata, K A Knowledge-based System with Audio-Visual Aids 245
Vezza, P see Brooks, A
Wexelblat, A see Fairchild, K
Wozny, L A The application of metaphor, analogy, and conceptual models in computer systems 273